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1 [Computer graphics for half-tone three-dimensional object images](#)



John Staudhammer, Deborah J. Ogden

July 1974 **Proceedings of the 1st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(11.04 KB) Additional Information: [full citation](#), [abstract](#), [citations](#)

A system is described for displaying studio-quality television images of objects described by a set of closed polyhedra. The objects are defined by a series of opaque planar surfaces which may obscure and intersect each other. The image description lists are passed through a scan-conversion, hidden surface removal and shading process and are converted to a real-time television signal. Display occurs through a normal T.V.system.Resolution is 512 lines by 512 dots with a color definition of 15 bit ...

2 [Abstracts from the conference on computer graphics and interactive techniques](#)



September 1974 **ACM SIGGRAPH Computer Graphics**, Volume 8 Issue 3

Publisher: ACM Press

Full text available: pdf(1.10 MB) Additional Information: [full citation](#)

3 [Special issue dedicated to Claude E. Shannon: A mathematical theory of communication](#)



C. E. Shannon

January 2001 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 5 Issue 1

Publisher: ACM Press

Full text available: pdf(3.45 MB) Additional Information: [full citation](#), [citations](#)

4 [Image Models](#)



Narendra Ahuja, B. J. Schachter

December 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 4

Publisher: ACM Press

Full text available: pdf(2.99 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 A debate on language and tool support for design patterns



Craig Chambers, Bill Harrison, John Vlissides

January 2000 **Proceedings of the 27th ACM SIGPLAN-SIGACT symposium on Principles of programming languages**

Publisher: ACM Press

Full text available: [pdf\(2.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Design patterns have earned a place in the developer's arsenal of tools and techniques for software development. They have proved so useful, in fact, that some have called for their promotion to programming language features. In turn this has rekindled the age-old debate over the mechanism that belong in programming languages versus those that are better served by tools. The debate comes full circle when one contemplates code generation and methodological tool support for patterns. The auth ...

Keywords: design patterns, programming languages, software development, tools

6 Shape & motion: Obscuring length changes during animated motion



Jason Harrison, Ronald A. Rensink, Michiel van de Panne

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: [pdf\(664.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
[mov\(25:35 MIN\)](#)

In this paper we examine to what extent the lengths of the links in an animated articulated-figure can be changed without the viewer being aware of the change. This is investigated in terms of a framework that emphasizes the role of attention in visual perception. We conducted a set of five experiments to establish bounds for the sensitivity to changes in length as a function of several parameters and the amount of attention available. We found that while length changes of 3% can be perceived wh ...

Keywords: Weber fraction, change detection, computer animation, length perception, visual attention

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